

10002549 1.10104

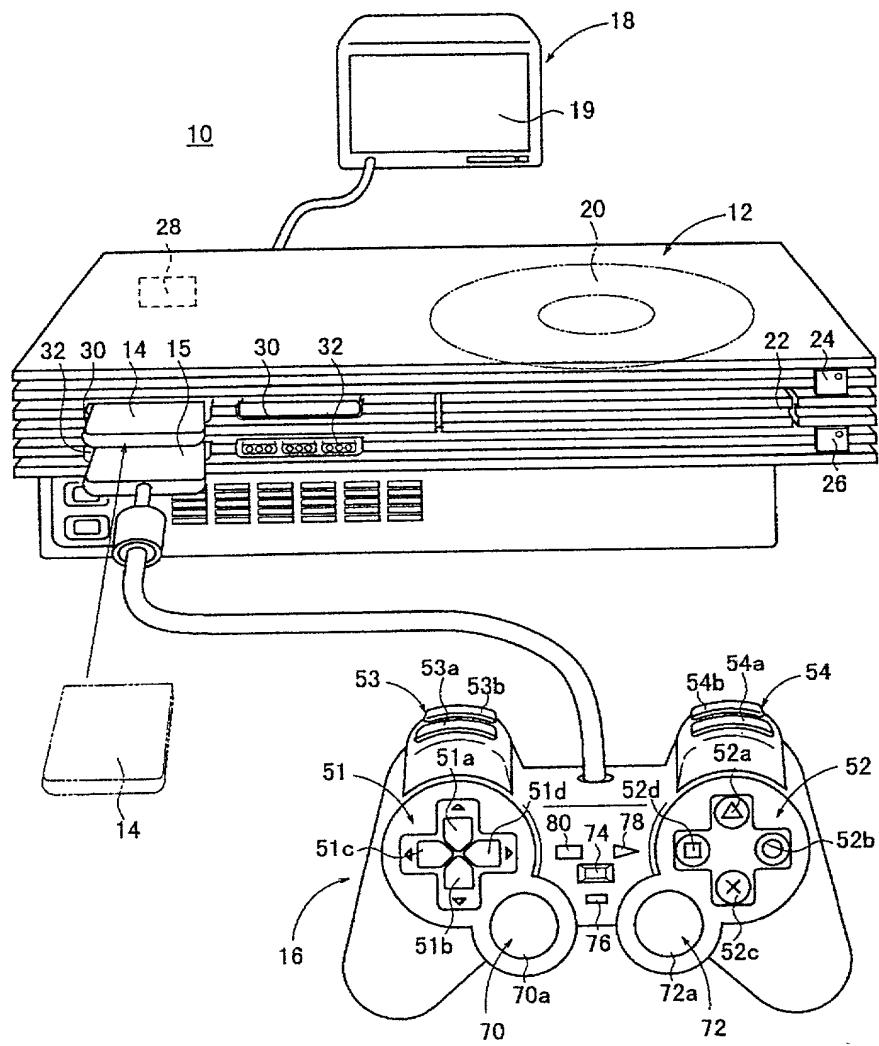


FIG. 1

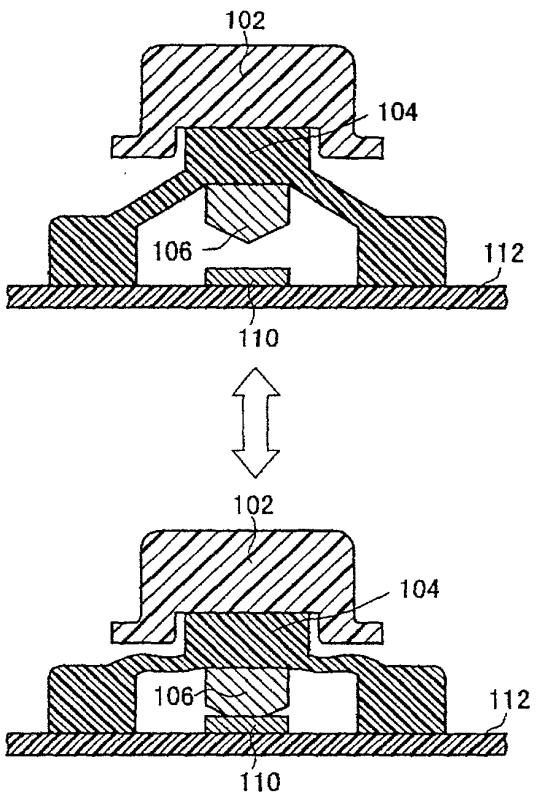
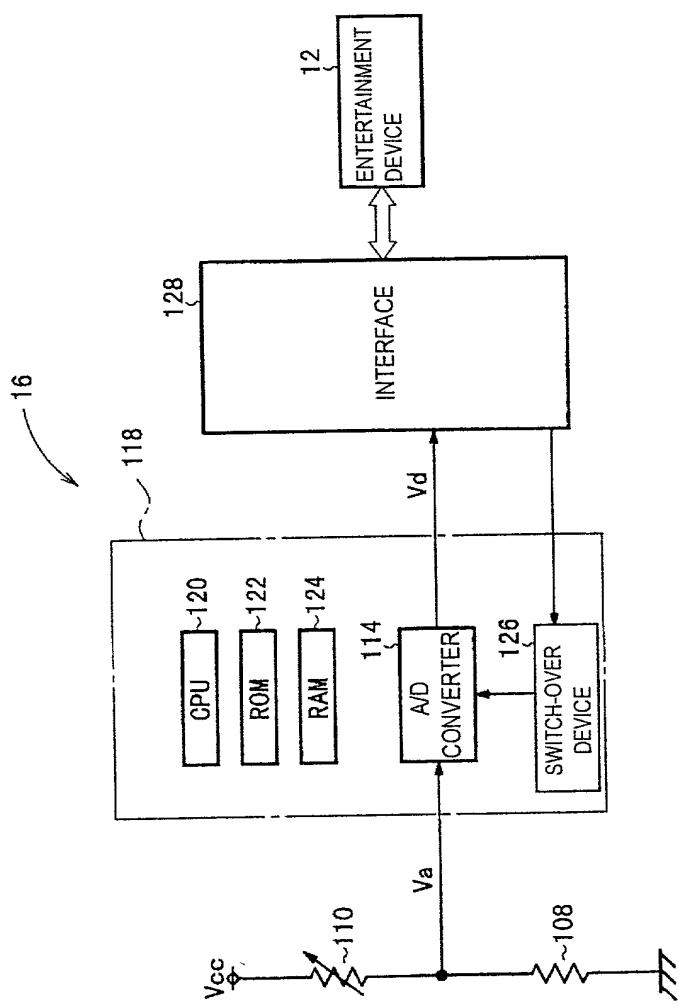


FIG. 2

FIG. 3



10002342-110414

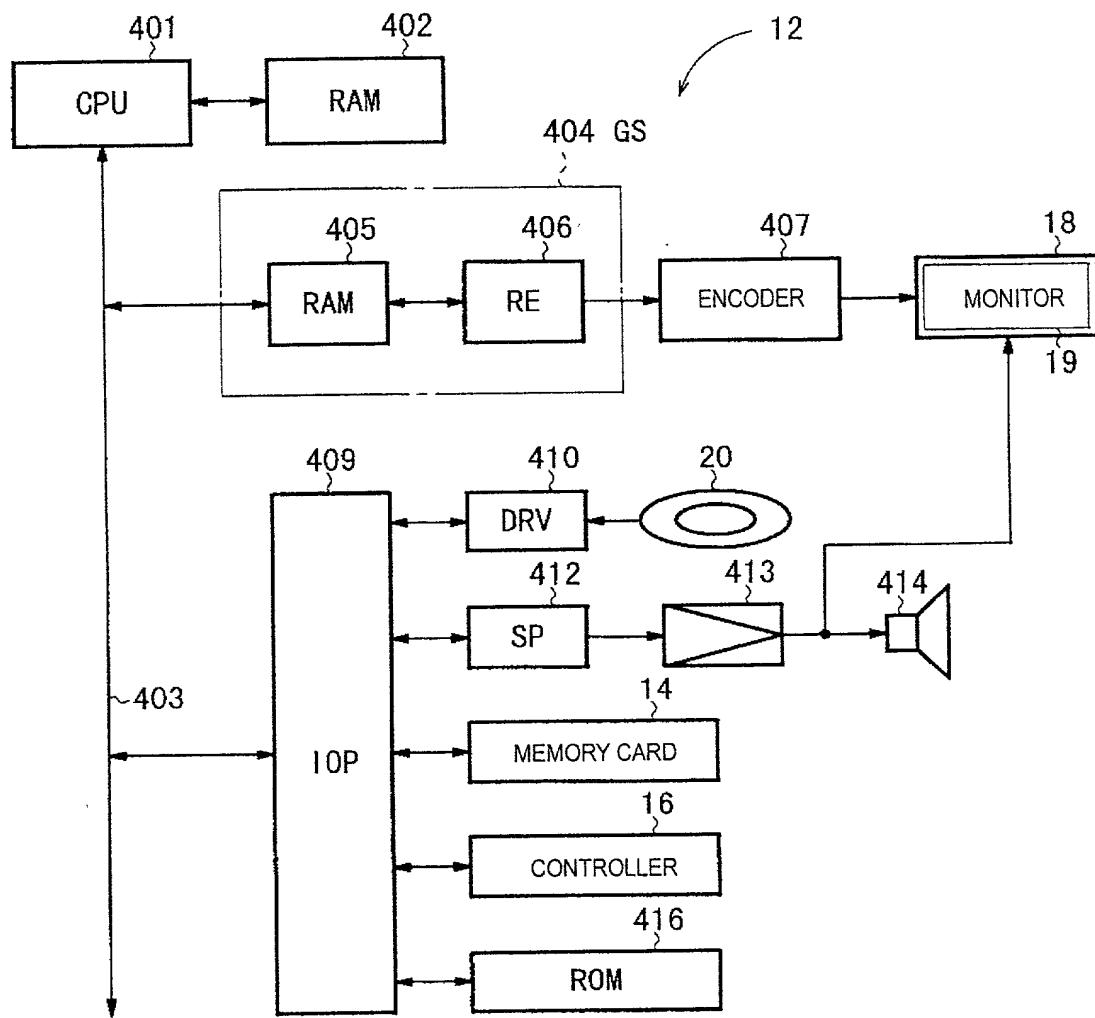


FIG. 4

1.00025319 * 1.40404

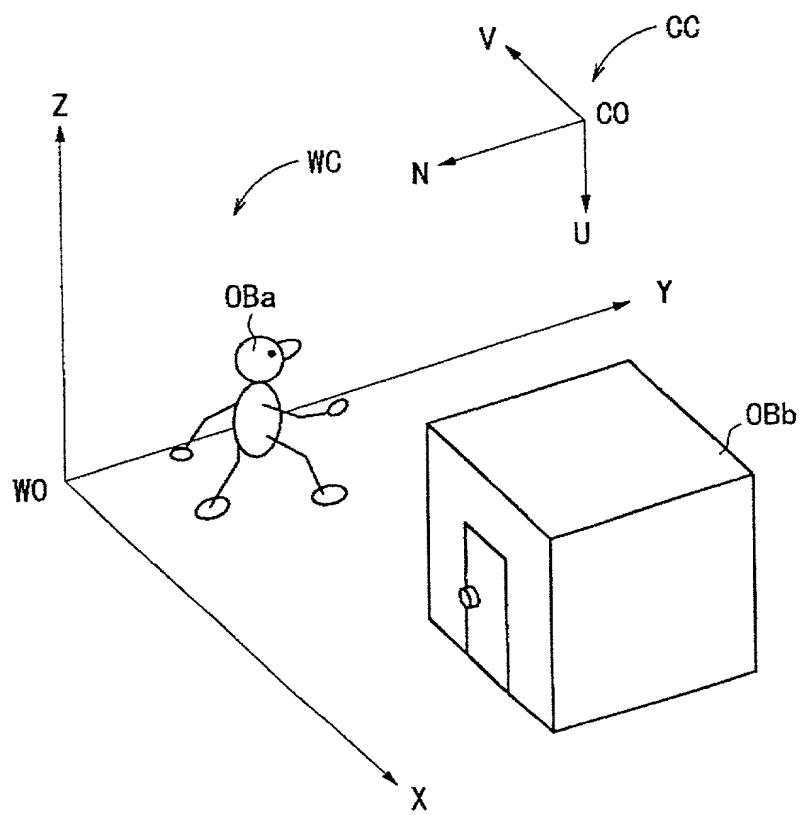


FIG. 5

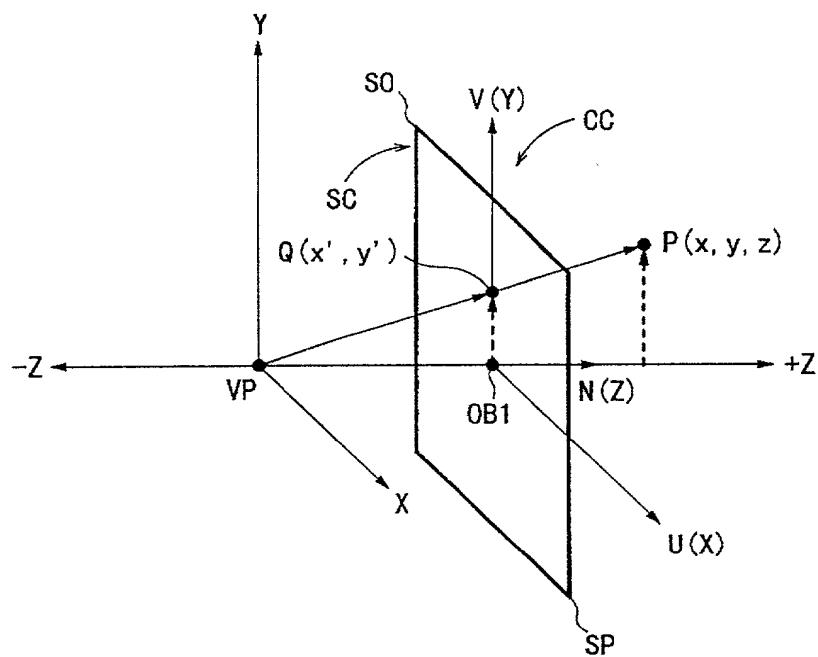
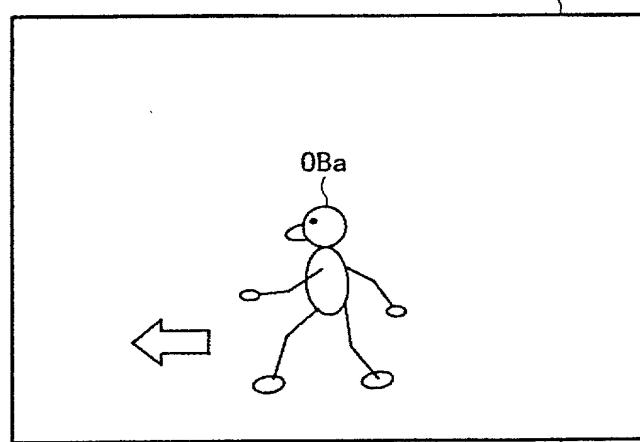


FIG. 6

19



EP



FIG. 7

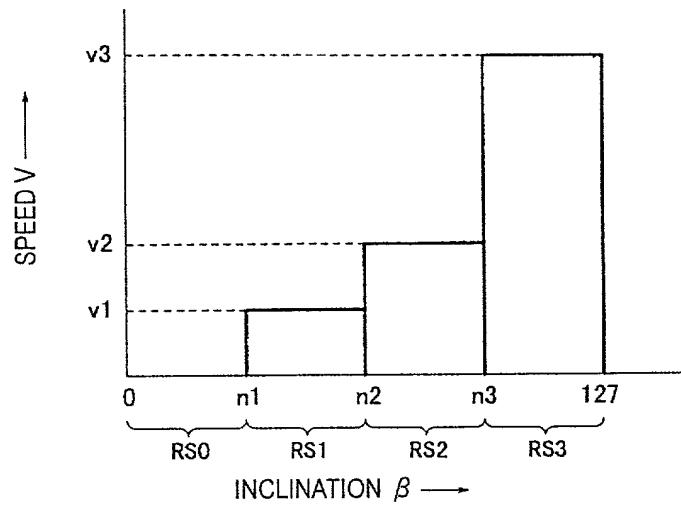


FIG. 8

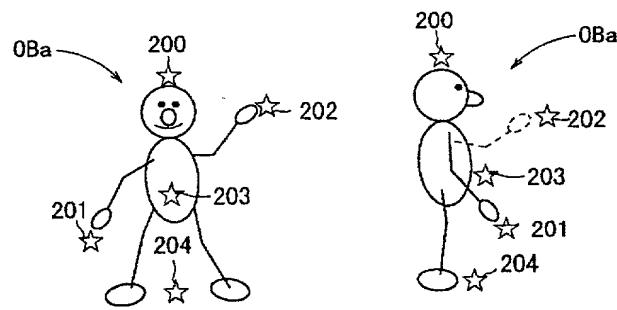


FIG. 9

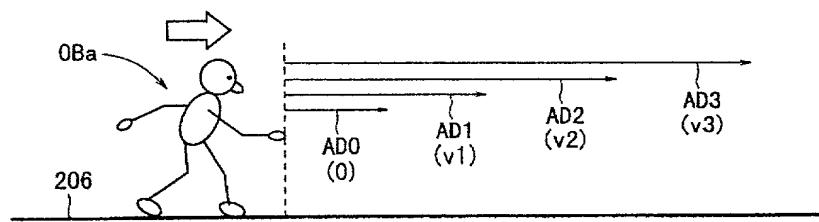


FIG. 10

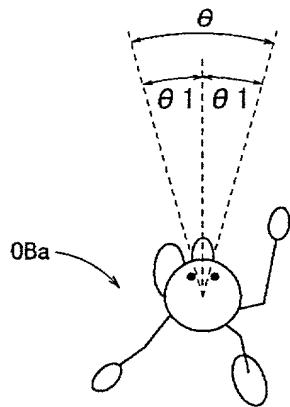


FIG. 11

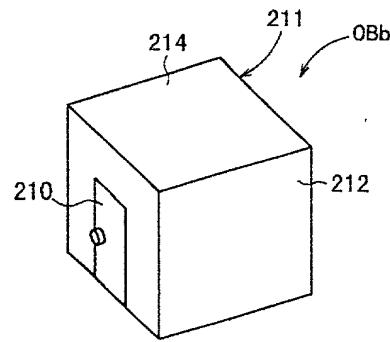


FIG. 12

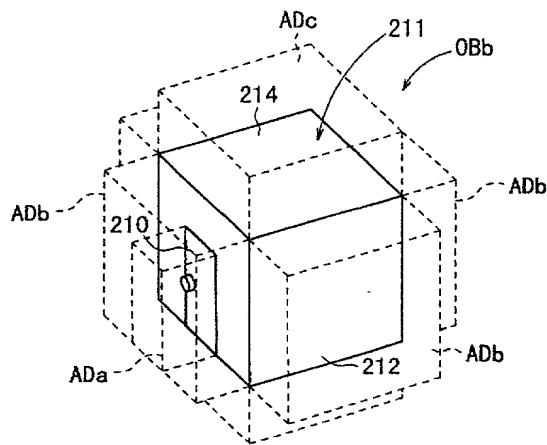


FIG. 13

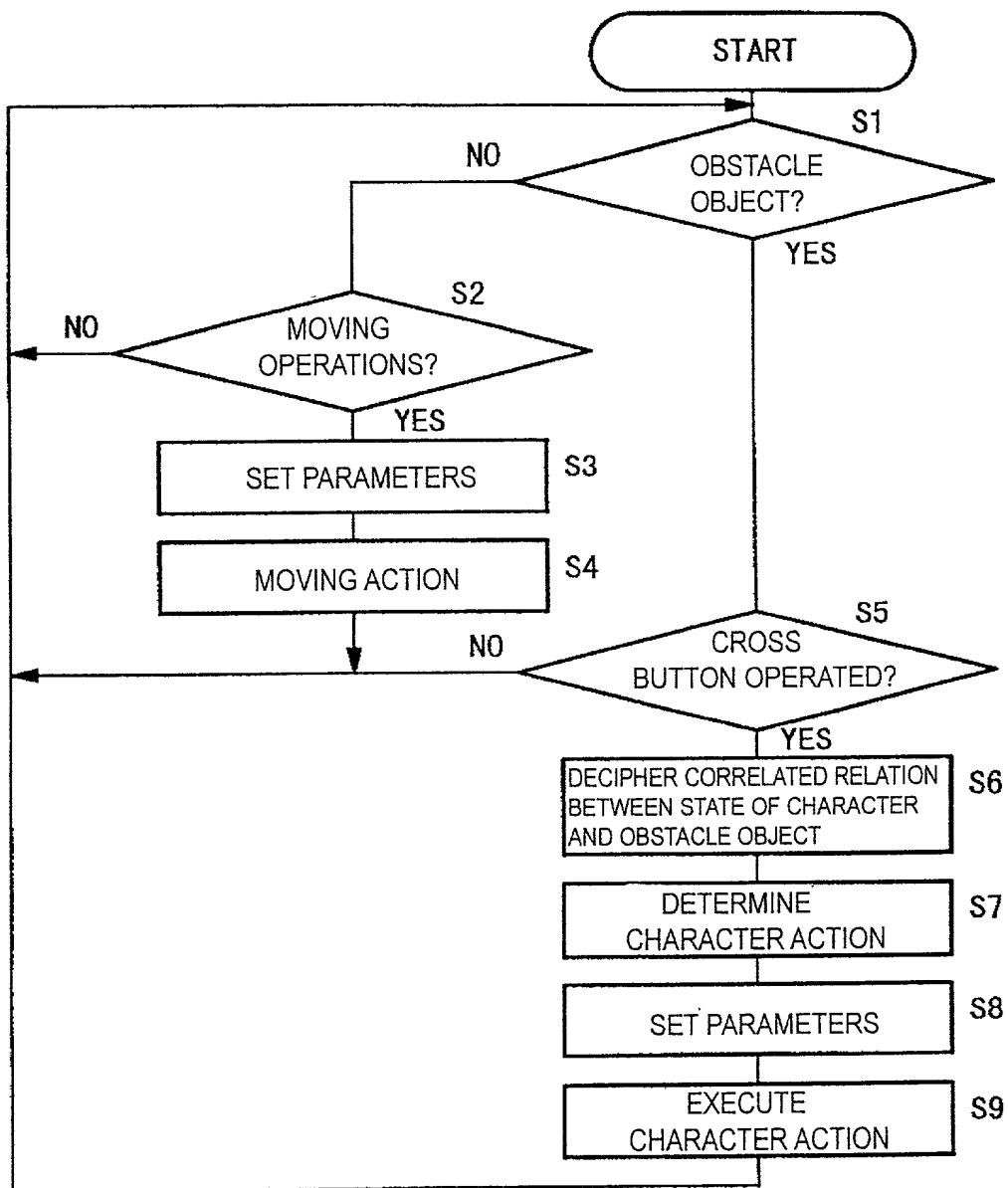


FIG. 14

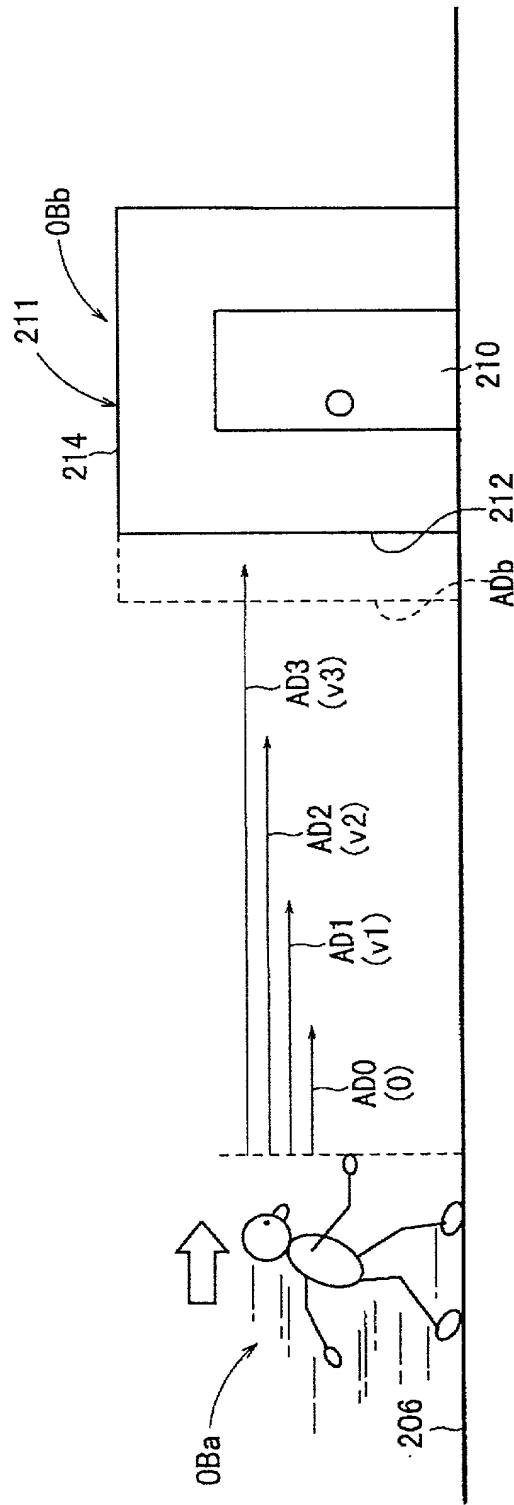


FIG. 15

10001111011011111011

PERIMETER RANGE	CHARACTER ACTION
AD3	JUMP OVER
AD2	JUMP AND CLIMB ONTO ROOF
AD1	GRAPS ONTO EDGE AND CLIMB UP
AD0	

FIG. 16

FIG. 17A

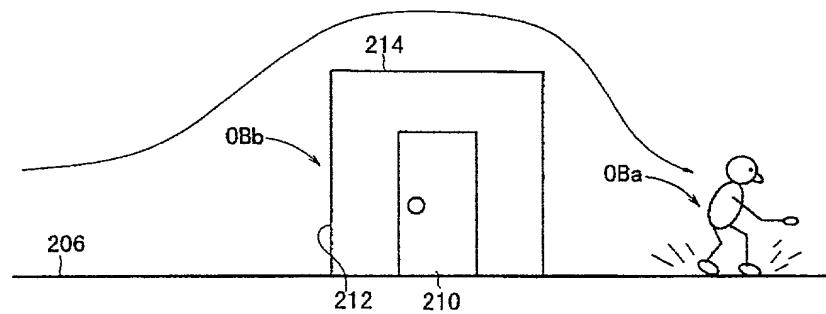


FIG. 17B

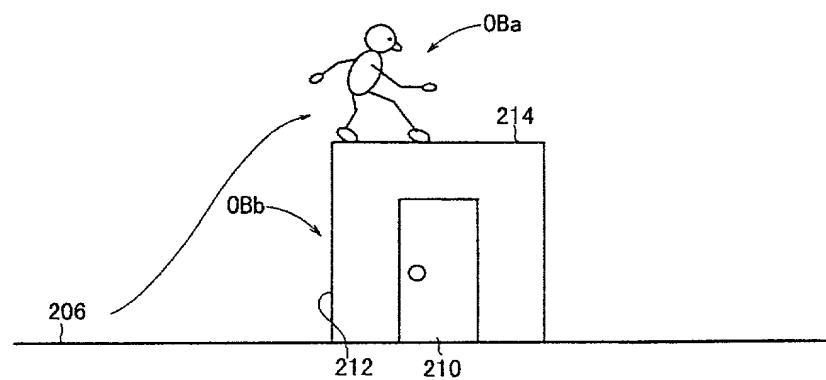
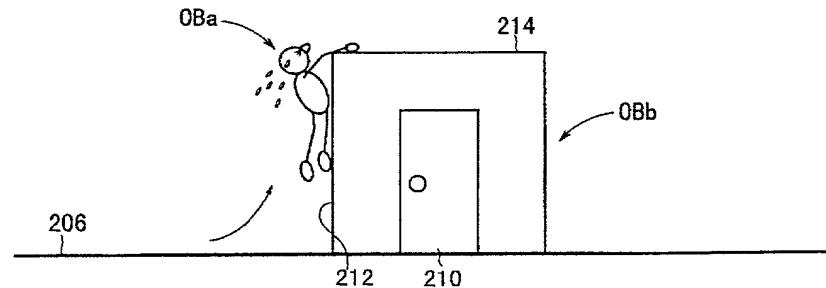


FIG. 17C



4,610,255, 1,101,011

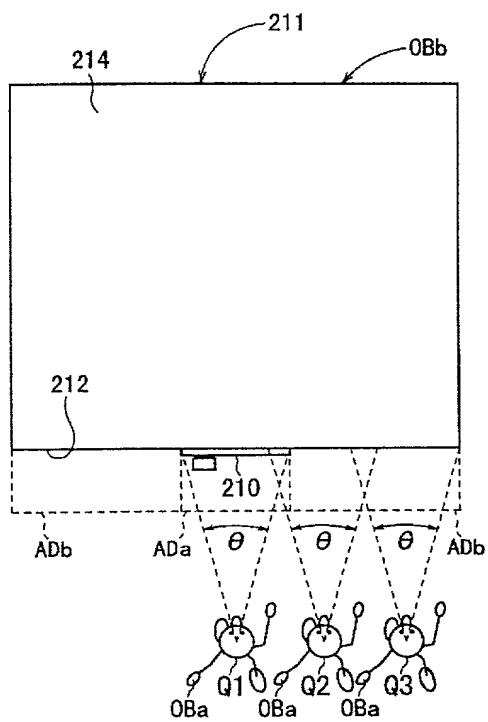


FIG. 18

PERIMETER RANGE	CHARACTER ACTION
AD3	DESTROY DOOR AND ENTER
AD2	
AD1	OPEN DOOR AND ENTER
AD0	

FIG. 19

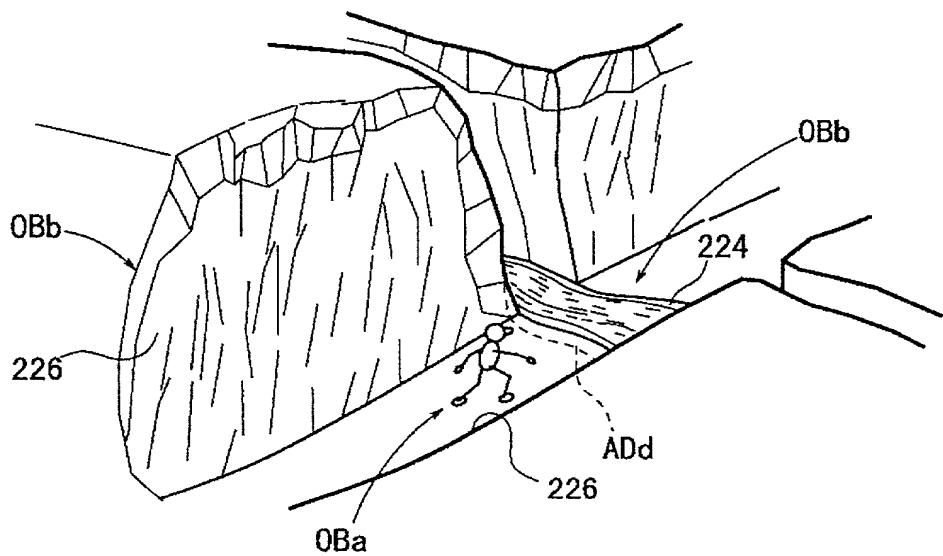


FIG. 20

PERIMETER RANGE	CHARACTOR ACTION
AD3	RUNNING JUMP
AD2	
AD1	STANDING JUMP
AD0	

FIG. 21

FIG. 22A

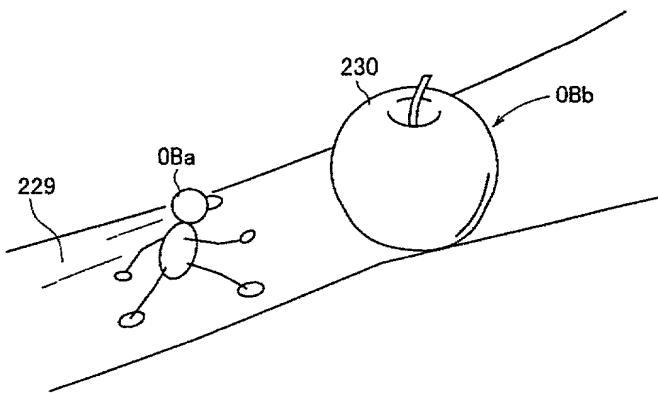


FIG. 22B

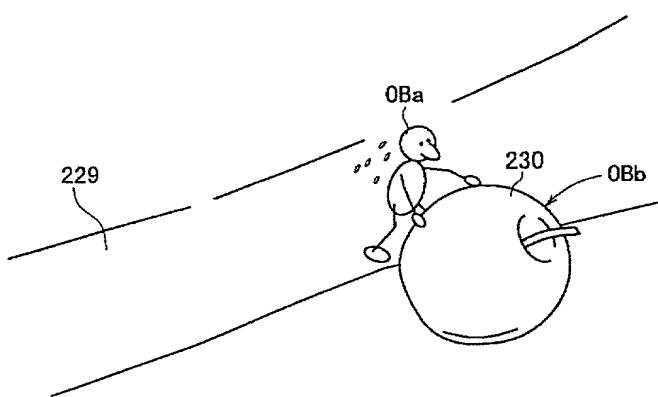
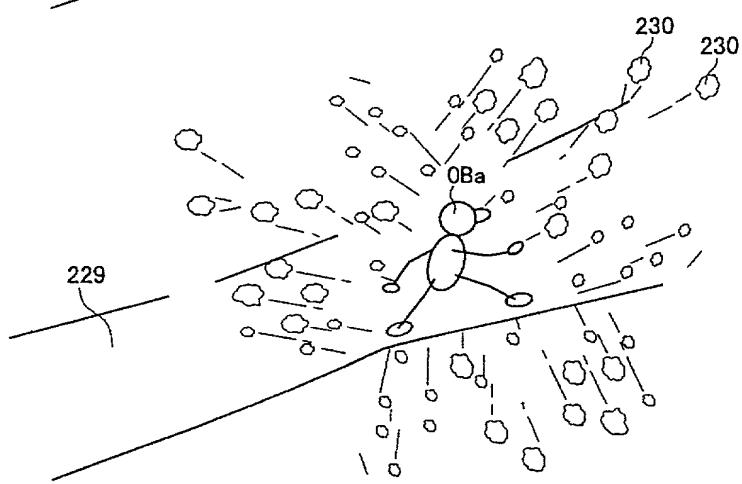


FIG. 22C



1.00022343 4.4.0.0.0.

PERIMETER RANGE	CHARACTER ACTION
AD3	DESTROY
AD2	
AD1	MOVE
AD0	

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FIG. 23